
Archipack V2.1.0 For Blender 2.8 2021

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arhipack 2.1.0 for blender 2.8 On Windows, select the link. Version 2.1.0 of Archipack for Blender 2.8 is finally here, and comes with a fresh new look, it is now easier and more powerful. This time, we've upgraded the interface to a more flexible layout, and some new features that we have been planning for a while now. Our new features include: 1. Interaction with JSBW Rather than having a panel with a list of actions and commands, this new version is split in small sections. It might not be exactly what you might be used to, but we think it's easier to do things without needing to scroll. If that isn't what you wanted, you can still configure your own layout. In the download you will find templates that you can choose among, so you don't need to know how to draw 3D shapes if you don't want to. 2. Camera support and camera tracker The camera handling is also a little different. It's not just moving the camera around, now you can also move the objects with it, so you can point a camera towards a point on the floor and then pull it up while it keeps moving, or you can point towards a wall and then move it towards a window. The camera tracker is also gone. Now you can just position any camera you want and then you can view the workspaces with it's image projected. 3. User Interface Because it's a new release, some of the shortcuts have been changed, but the basic idea is the same. A new viewport with a bit of a dark background, interface elements, and a clock. The shortcuts are now based on the 3D view. To move the camera, press G, and to move the object, press Z. To scale, press S, and to rotate press R. 4. Material Nodes If you don't know what they are, well that's the first time. In this version, we have implemented a new material system. In the past, there was just one version of the material for the whole model, but now there are many versions of them that you can see from the nodes view in the Node Editor. You can also see different passes, selection presets, expressions, and more.